

BOOKERY FANTASY BATTLES TOURNAMENT

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GENERAL

Points: 2250

3 Rounds; 2.5 hours each

Start Time: 11:00AM on February 7, 2009 (doors open at 10:00AM)

Cost: \$15 paid to the Bookery, must pay in advance to secure your spot in the tournament

Maximum of 20 players

Miniatures: non-GW miniatures are allowed. Where at all possible all models in the army should be WYSIWYG - what you see is what you get. This means that if you have paid for an upgrade on a model, then the model should display that upgrade, and vice versa. Units must have at least 2/3 of the models equipped appropriately (shields, weapons, etc.).

Terrain: pre-set. With the exception of Tree-singing, do not move the terrain. At the end of the game place the woods back in the estimated original location.

ALLOWABLE ARMIES

No special characters are allowed. The special character restriction includes named characters from the new army books, though this does not include Regiments of Reknown named characters for Dogs of War armies.

No appendix/back of the book army lists are allowed. Ravening Hordes Chaos Dwarves, Rhinox Riders (for Ogre Kingdom armies only), and Lizardmen Sacred Spawings list are all allowed. Storm of Chaos armies are not allowed. Dog of War armies are allowed (excluding the DoW giant from White Dwarf). Kislev allies are only allowed with Empire armies. Beastmen are restricted to the Beasts of Chaos army book (i.e. cannot take mortals or demons).

You may only use new army rules for rulebooks out for at least one month prior to the event date.

If you have any question if an army is allowed please contact the store.

GAME PLAY SCORING

Game play is scored as follows:

Your Result	Condition	Tournament Points
Victory	Win by 300 or more points	7
Draw	Difference less than 300 points	4
Loss	Loss by 300 or more points	1

The Game Play Results are modified as follows:

+1 tournament point: have at least one army battle standard(s) in your possession. This army battle standard may have been captured from the enemy, or it could be your own battle standard that you held throughout the game.

+1 tournament point: control at least one of the two table quarters on your opponent's half of the field. To control or contest a table quarter the unit must be unit strength 5 or more.

+1 tournament point: possess more unit & army battle standards than your opponent. Both captured, and your own held standards, count for this total. Note that banners that are normally worth no VP's do not count towards the total number of banners for either side.

+1 tournament point: for achieving your scenario card objective.

SCENARIOS

Scenario cards will be used for this event. These rules are covered in a separate document. Note that only ONE pitched battle card will be used for this event (instead of two for a five turn event).

<http://www.marauders-inc.com/~marauder/index.php/page/8.html>

ARMY COMPOSITION

Everyone starts off with an army composition of 10 points. At the end of the tournament, you will rank you opponents with regards to army composition. You will select the best, 2nd best, and worst army composition. Based on the rankings, the player's army composition will be modified as shown in the table below.

Here are some things to consider when determining which opponent had the best army composition:

- Was the army the most fun to play against?
- Did your opponent spend the majority of points on infantry or cavalry? Or are most of the points spent on characters and monsters?
- Is the army balanced? Or is the army composed mostly of only one troop type?
- Does it represent a believable army based on the Warhammer world?

Number of Votes	“Best Composition” Composition Bonus	“Worst Composition” Composition Penalty
1	+1	-1
2	+3	-3
3	+6	-6

PAINTING SCORING

The judge(s) fill in the following table. Painting will be judged on all miniatures used during your game, including raised or summoned troops. Partial points may be awarded in a category if the judge(s) determine it is appropriate.

	Base Colors (5 points). All models are painted to a minimum of 3 colors each, with no primer showing. This includes summoned/raised/created units.
	Characters and Army Center Pieces (2 points). Painted to a high standard (discernable highlights, eyes, etc.)
	Bases (1 points). Everything is based with flock, gravel, etc., and the slots are filled in. The bases are consistent throughout the army.
	Wow (up to 3 points). The army has the magical Wow! Factor that makes it stand out from the crowd. Only the top three armies received these points (for example: best = 3, 2 nd best = 2, 3 rd best = 1)
	TOTAL PAINTING SCORE.

SPORTSMANSHIP

Your opponent judges your sportsmanship after each game. If you answer the question below with “No”, a judge may approach you to understand how your opponent did not display good sportsmanship.

This is a straightforward question yes or no answer only. Please circle the appropriate answer on the Sportsmanship Results Form.	
YES / NO	Did your opponent display <u>good</u> sportsmanship, and has a basic understanding of the rules? For example they did not exhibit rude behavior, were not extremely argumentative, etc.

You receive 5 sportsmanship points for every opponent you face in the tournament (in this three round tournament that means 15 points). If your opponent(s) circles “No” to the Sportsmanship questionnaire then your total Sportsmanship score will be reduced as follows:

Number of “No”’s	Sportsmanship Penalty
1	-3
2	-8
3	-15

After round 5 each player must vote for the best sportsmanship from all their opponents. The recipient of best sportsmanship voting will receive a sportsmanship bonus score based on the following table.

Number of Votes	Sportsmanship Bonus
1	+1
2	+3
3	+5